

Xtreme Tower

'Brickster's Tower' challenge is a race from start to finish, as Pepper must travel from the movie studio, up to the highest peak of space mountain to save the Lego bricks of Lego Island.

Broken down into seven sections, Pepper must skilfully use each of the abilities he has learned throughout the game to conquer his way to the end.

As this is the finally, and the emphasis is on Pepper racing to the end, each section has a count down timer (See: Count Down Timer) to help build up the pace.

Start Point

After Pepper completes Ripcord Rescue, the game will flow directly into a story point cut-scene in which The Brickster reveals his plan (See: Script - **No.89 Brickster reveals plan**). After the cut-scene, Pepper is placed back on the Island outside the film studio. Talking to any of the Islanders at this point, will result in them telling Pepper to quickly get in the car and chase the Brickster down (See: Script – **Pre-Xtreme Tower**). Access to quests and sub-games at this point will be locked, leaving only the option to save and/or start the Xtreme Tower sub game.

Once Pepper has stepped in the car the game will start in the same fashion as an Island race or delivery game, having a 3,2,1 count in.

Count Down Timer

Tying all the sections together is a countdown time based gaming system, each section has a limited countdown clock set to rush the player through; building up the intensity of the game.

The timer appears at the top centre of the screen, counting down from the moment Pepper starts a section. Each section must be completed before the timer reaches zero, or the section will be reset, replacing Pepper back at the last restart point (See: Restarting).

The count down timer, starts when Pepper passes through a checkpoint marker at the beginning of a section and ends when he reaches the end checkpoint.

Restarting

If Pepper fails any of the sections, the game will reset back to the last restart point passed. If no restart points have been passed then Pepper will return to the beginning. At this point the puzzles will reset back to their original state ready to be redone. The restart points are placed evenly throughout the game so that Pepper never falls too far behind.

Hologram Help

Accessing the help function calls the Holo-Brickster instead of the usual Holo-Infomaniac. The Holo-Brickster just laughs and taunts Pepper rather than giving him any help.

Sections

All of the sections have a visual start and finish checkpoint, which the player can aim for. The first section (Race to the Mountain Base) has a number of waypoint markers to show Pepper the path forward.

Section One – Race to the Mountain Base

Starting outside of the Movie Studio, Pepper has to travel quickly to the base of Space Mountain. Located before the first check point is a car on the road which Pepper can use to speed through the first part of a challenge. Without using the car, the section will be impossible to complete, but Pepper should have learned through the game that vehicles are quicker.

The racing path is defined by checkpoints and road cones, helping to show Pepper a clear raceway.

The design of this route is long enough to prove a challenge for Pepper, complimented by a fairly tight time limit.

Possible Feature (Programming time dependent)

The Brickster summons a number of Brickster Bots to slow Pepper's movement before reaching the second section.

As Pepper passes through the end checkpoint (Stopping the timer until the next section) a small army of rambling Brickster bots appear, and begin to randomly walk around. The move in front of the entrance point (the Stairs) to the next level.

Pepper can attempt to dodge and move around them



Fig .1

Orange Line = Path
Yellow Line = Check points

Fig .1 Top down view of the raceway.

Section Two – Mountain Climb 1

Brickster has set up a number of physical challenges for Pepper to overcome, using abilities previously learned in the game. The task for Pepper is too climb up to the first plateau navigating over moving platforms while using his double jump ability.

After leaving the vehicle at the end of Section 1, Pepper can now climb on to the first platform via a newly built Lego stairway (Previously inaccessible). Once on the plateau Pepper will cross the next checkpoint, starting the clock countdown.

As this is the first plateau for Pepper, the design is kept quite monotonous using only 'Double Jump' and walking. This is to allow the player to be introduced into the challenge.

The aim is to move up the winding path before the timer reaches zero. Falling off at any point will put Pepper on the base of the plateau, leaving only the start point as a way to get back on. The path starts at base level and rises up to the level of the second plateau (Section Three).



Fig .1

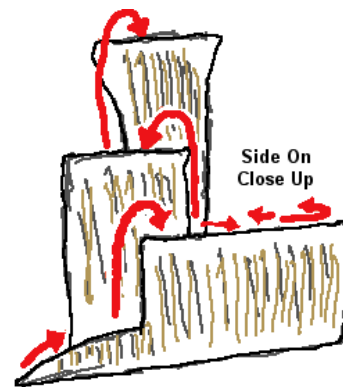


Fig .2

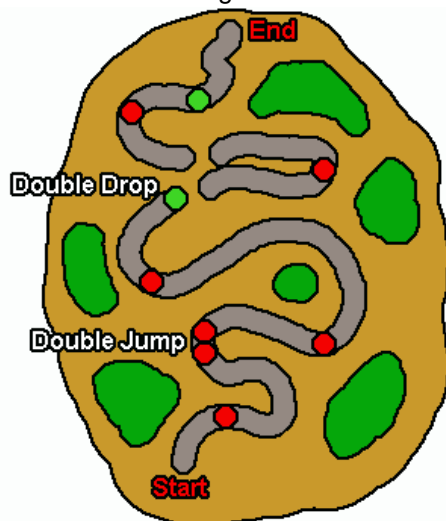


Fig .3

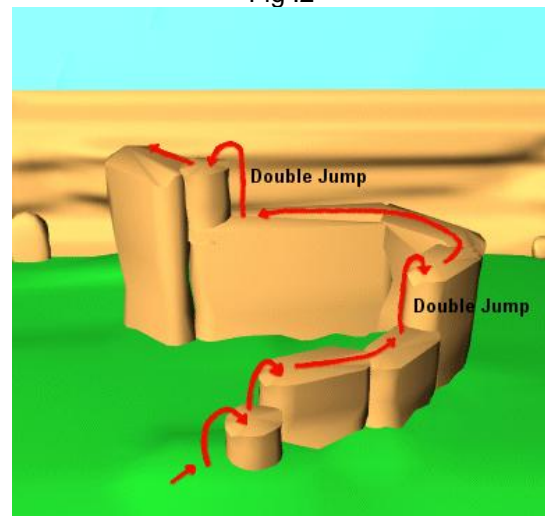


Fig .4

Fig .1
Example of the twists, which the path will take, with gaps wide enough for Pepper to fall into.

Fig .2
This sketch shows an example of the rock paths height.

Fig .3
The design shows the path of the rock pathway, detailing the locations of the double jump, double drop and gaps.

Fig .4
A Simple render displaying the concept in 3D.

Section Three – Mountain Climb 2

Moving up the next plateau puts Pepper in front of more complex moving platforms. This section ends at the grounds of Infocenter, which is a restart point.

Combining the windy path style of the last section, with a number of moving Lego platforms, Pepper must again quickly navigate up to the next plateau.

Timing is critical when jumping on the moving platforms, some of which raise and lower at different speeds.

Again if Pepper falls off the pathway he must return to the start point.

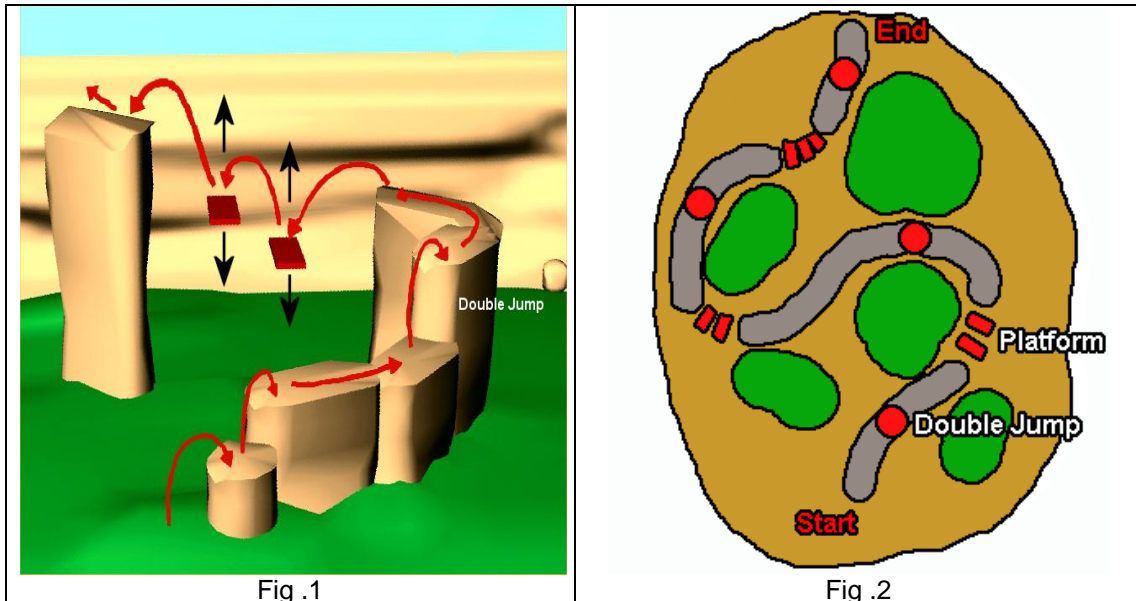


Fig .1
A Simple render displaying the concept in 3D.

Fig .2
A top down design of the path, noting Double Jump points and Platforms.

Section Four – Mountain Climb 3 (Restart Point)

The plateau is designed like a mini oasis, with a small waterhole surrounded by a flower and palm trees (Toys).

Pepper must change the lowest Palm Tree into a flower, enabling him to jump on top, before 'Double Jumping' on to the next palm tree in line.

Continuing around the crescent of palm trees, each one moving gradually up in height due to the terrain. Pepper reaching the last one is able to double Jump onto the higher part of the plateau.

The layout of the first task, is designed to be hidden (Oasis!), so the player must have to work out the route to the top before taking it on.

Possible Feature (Programming time dependent)

The Brickster summons a number of Brickster Bots to slow Pepper's movement before reaching the second section

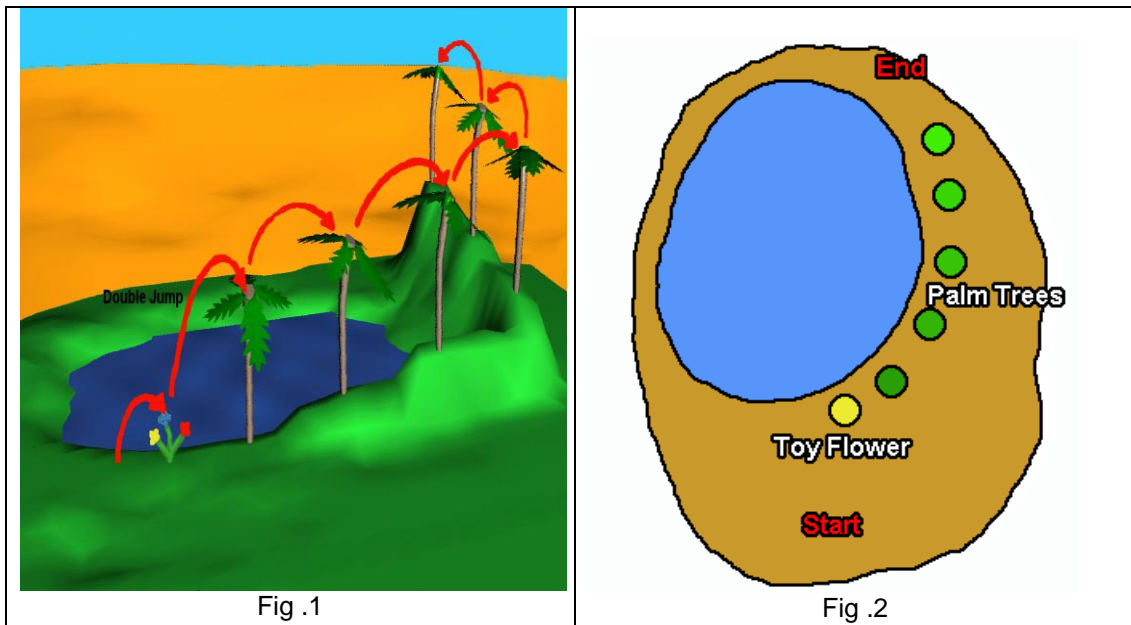


Fig .1
A Simple render displaying the concept in 3D.

Fig .2
Top down design of the map.

Section Five – Mountain Climb 4

Combining all the previous mountain challenges with the sneaking ability, this plateau is designed to create a more overly complex puzzle.

Intersecting the pathways are moving platforms, toys, sneaking and double jumps.

The new sneaking section is simply a very thin walkway on which Pepper must carefully sneak over as to avoid falling off into the water. As with previous sections if Pepper falls off, he must walk back to the start and retry.

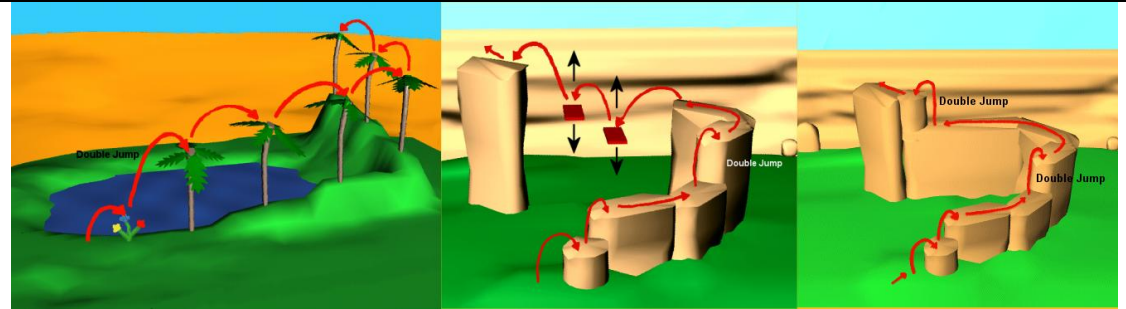


Fig .1

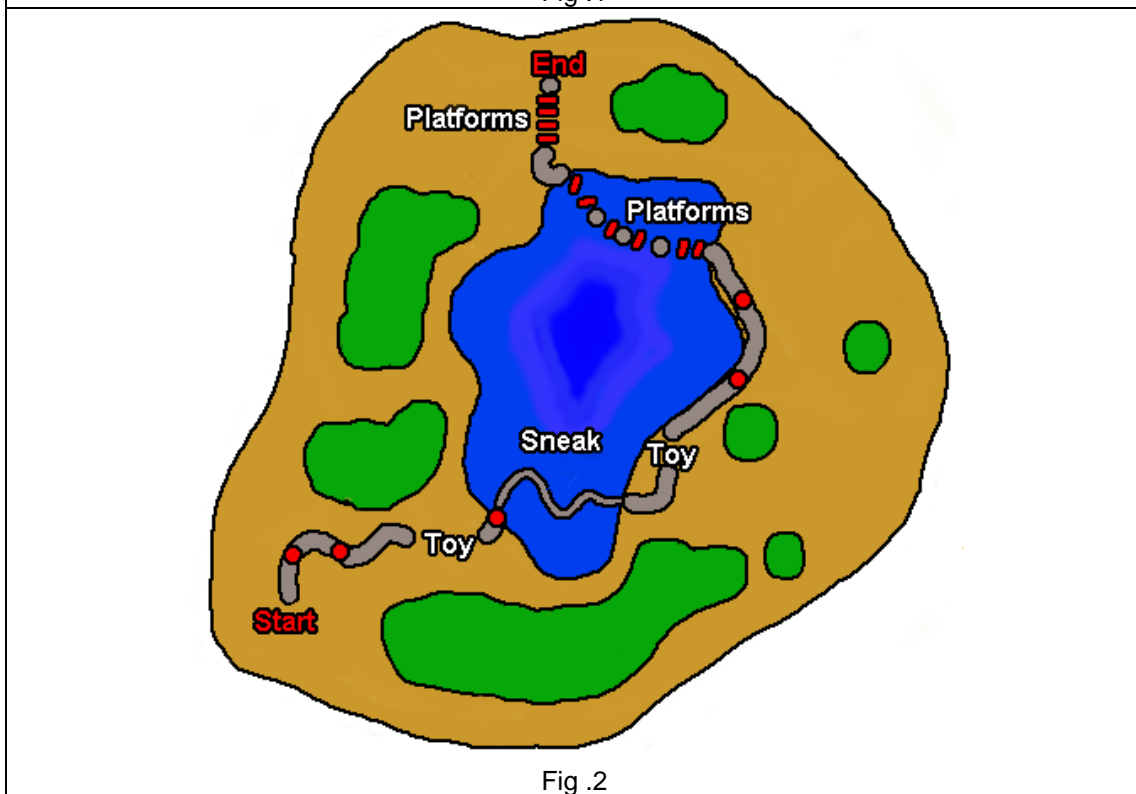


Fig .2

Fig .1
Example of the mechanics involved in the section.

Fig .2
A top down design of the map layout.

Section Six – Tower Base (Restart Point)

Starting with a short cutscene, in which Pepper receives his skateboard from a struggling Infomaniac who is held at the top of the tower. Pepper has to conquer this section by reaching the tower entrance, which is directly blocked away by tall mountain peaks. Pepper's only choice is to travel around the tower. Pepper can use the grind ledges to skate over, in order to reach the other side.

This is very different from the previous sections, as it doesn't follow a raised walkway, but rather a number of flat land sections. Pepper must navigate over these paths using the grinding rails provided. Most of the rails span over the gaps between the mountain ledges, this effect combined with heavy fogging will produce an extreme feel to the end of the game.

Positioned along the grind rails are blocks, which will knock the Pepper off if hit. The player must use a well-timed jump to a parallel grind ledge to avoid being knocked off. If Pepper falls off the mountain edge, then the screen will fade and he will reappear back at the start of the level.

Once Pepper reaches the doorway/heli-pad the section will end.

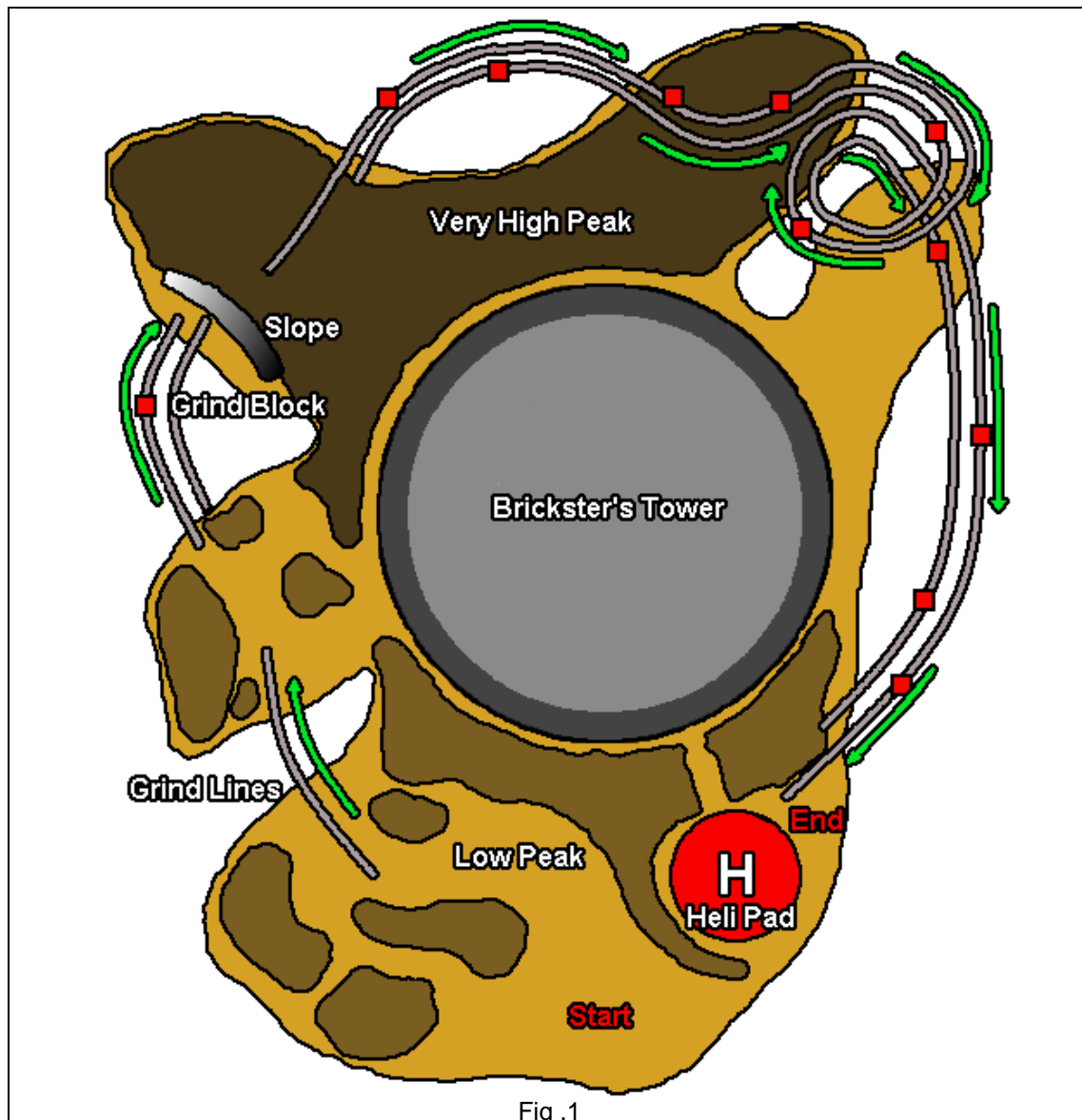


Fig .1

Fig .1
A top-down view of the level's layout.

Section Seven – Tower Climb (Restart Point)

Once Pepper reaches the base of the tower, he finds that the door is locked and the only way to the top is via a sloping ledge path spiralling up the building.

The spiral sweeps around the outside of the building, enabling Pepper to reach a doorway near the roof top.

This section keeps the focus on speed by again using a countdown clock. The game play for this section is much like a mix of Nebulus and Donkey Kong. Using the level structure and obstacles of Donkey Kong, and the view/design of Nebulus.

As Pepper moves around the Tower it rotates to keep him in position; while using a slightly offset camera to help see upcoming obstacles. As the game is in 3D, the camera could pan down as Pepper is moving up the tower, to give the impression of great height.

Once reaching the top of the tower, Pepper will automatically enter the exit door, moving to the next section.

Controls

The controls are slightly limited during this section, mainly because of a collision wall around the outside of the walkway. This collision wall is in place to prevent Pepper walking off the side of the tower, causing frustration for the player and taking the focus away from the game.

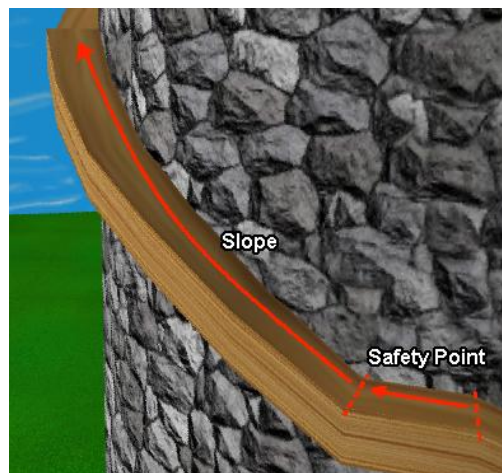
This section is comprised mainly of gaps to jump and rolling/falling objects to avoid, using the players reactions skills. Jumps and Double Jumps are the two skills which the player will need to use.

Obstacles

Slopes/Safety Points

The majority of this section is made-up from slopes. They are a gradient of which Pepper can walk up, but more so that barrels can roll down (See: Barrel Section Below). The slope spirals around the tower, all the way up to the exit door near the top. Along the way they are broken up by gaps (See: Gaps Section Below), and flat ledges (Safety Points).

The flat ledges act as a safety point for Pepper to land on after he is hit by rolling barrels. This works so that if Pepper is hit by a rolling barrel at any point on a particular slope, he will slide backwards until reaching a safety point (Usually at the base of the slope), on which he will get back to his feet and continue.

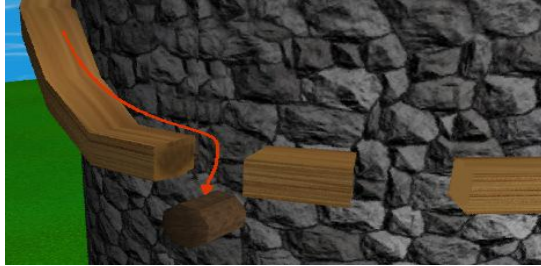


Slopes / Safety Points

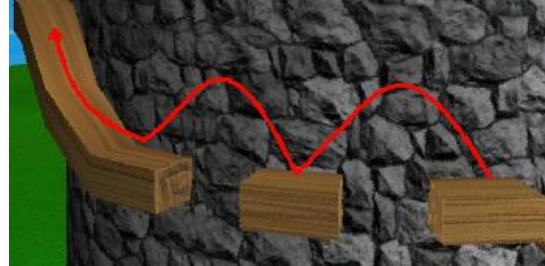
Gaps

Making up most of the obstacles in the game, are gaps in the pathway. Acting as a simple hazard, in which Pepper can fall though if he misses the jump.

If Pepper falls through a gap, he will land on the ledge below. As a design consideration no gaps will be placed on the bottom ledge, or directly below one-another.



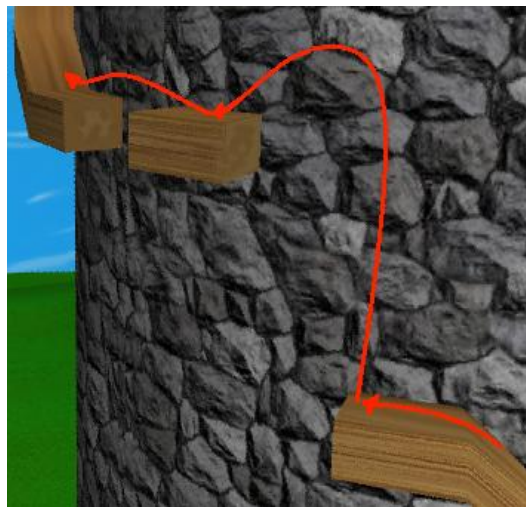
Object Fall Through Gap



Jumping Gap

Double Jump Points

Also featuring though out the section are a number of double jump points, which can only be made by using the 'double jump' ability. Failing to make one of these will most probably result in Pepper falling to a previous section



Double Jump Point

Rolling Barrels

To create more of a reaction based obstacle, The Brickster has summoned a supply of barrels to roll down the slopes.

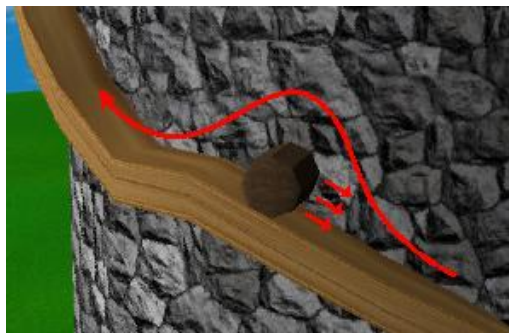
These barrels spawn off screen in front of Pepper, and roll down the level, following the physics of the design (Gaps, drops and slopes). Once Pepper has reached a spawn point, it will not produce anymore barrels, as they will be behind Pepper. The only exception to this rule is if Pepper falls back down the level, resulting in him being again behind the spawn point.

Only one spawn point (First in front of Pepper) will be active at any one time.

Barrels reaching the bottom of the level, disappear (Maybe explode on reaching the floor).

Pepper must use well timed jumps to avoid being hit by the rolling barrels, if hit he will fall over bouncing backward to the base of that particular slope. The barrel will disintegrate on impact (Nice wooden particle effect).

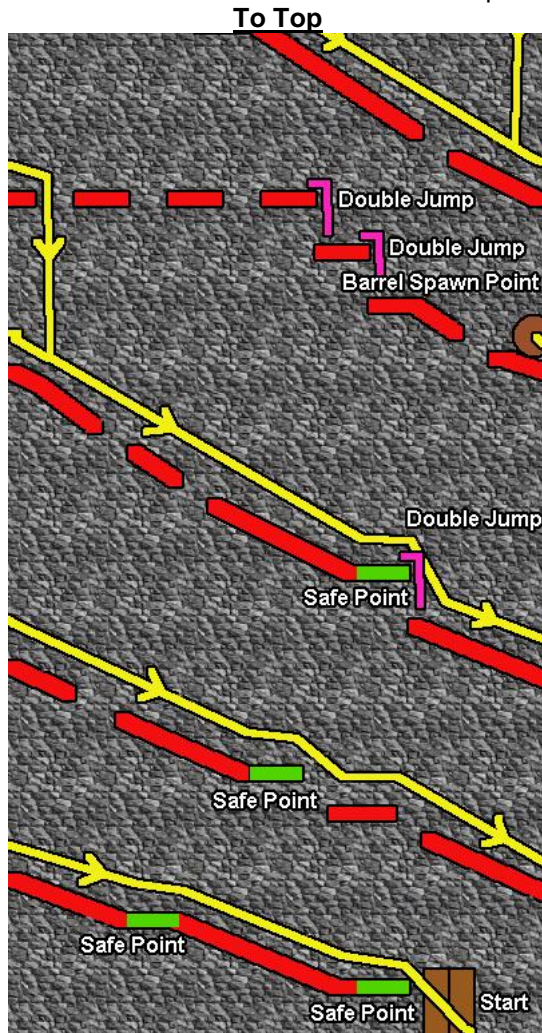
The Barrels will also fall down any gaps, tumbling to the layer below. This can cause a different hazard for Pepper as he can be hit as they come down. If Pepper is hit then again he will fall over loosing a few seconds of time, while he regains his senses.



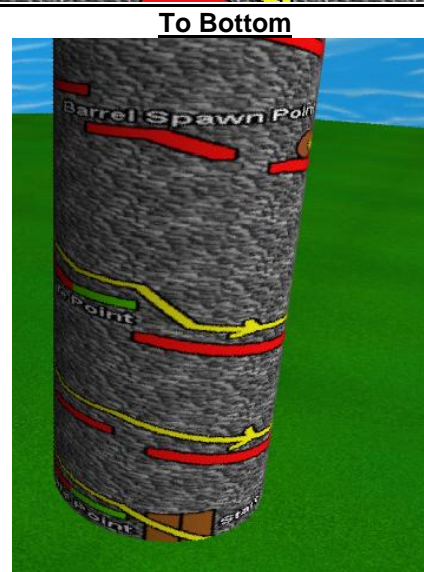
Rolling Barrel

Tower Layout

Below is the layout to the tower, each of the components are labelled showing the position of the barrel spawn points, Safe points, double jump points and Start/Exit. Also noted is the path that the barrels should take down the slope.



To the right is an example of how the tower will have the platforms/slopes around the spiralling up.



Section Eight – Brickster Confrontation (Restart Point)

Once reaching the top of the tower, Pepper must confront the Brickster, in order to rescue the Infomaniac and saving the infocenter.